

What is Free-EV? Free-EV is a bunch of graphics, mostly ships for now, that I made. The sprites are all rendered from a 55° angle (from front; 35° from top) so they will look good with ships rendered at either a 60° angle or a 45° angle, though I prefer the 55-60° range myself. There are replacements for (almost) all standard EV ships and there are many new designs at all sized and levels of armament. Rather, all apparent levels of armament; they're just pictures, you'll have to design the 'ship' part yourself. Of course, if making graphics is the only part of plug-in design you can't do, this is fine :-)

All ship picture sets are complete: if there's a sprite, there's also a Hail (comm) picture for dialogue boxes and a shipyard (ship) picture.

Why? Well, I like to make models of space ships. As many of you have no doubt discovered, it's lots of fun to create & render them. You've probably also noticed how time-consuming and frustrating it can be. So, to help out everyone wishing for stock EV graphics (to fill in the background of your plug-in, as it were) or just a replacement for the standard EV graphics, I'm giving away this bunch. I hope it'll help some otherwise frustrated / delayed plug-in makers with the graphics part of their plug-ins, so they can finish their plug-in faster and I can play it sooner.

Also, it's noticeably easier to integrate your ship into a top-down view universe because of all the existing top-down view ships in EV. If I can encourage new plug-in makers to use an angled view when rendering their ships instead, I'll be much happier playing their plug-ins.

Contact Comments? Ideas? Write me at jmf9936@is4.nyu.edu. I'm not doing requests, though.